

Veelas

CHARACTER NAME

Conjurer 2

CLASS

2 / 2

Character Level / CR

1250 / 3000

EXP / NEXT LEVEL

PLAYER NAME

Half-Elf

RACE

Medium / 5 ft.

SIZE / FACE

26

AGE

Male

GENDER

DEITY

None

REGION

5' 5"

HEIGHT

170 lbs.

WEIGHT

None

ALIGNMENT

Low-light

VISION

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

10

+0

DEX

Dexterity

14

+2

CON

Constitution

16

+3

INT

Intelligence

18

+4

WIS

Wisdom

13

+1

CHA

Charisma

10

+0

WOUNDS/CURRENT HP

HP

14

AC

armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

0

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

*Masterwork Crossbow (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Both	P	M	19-20/x2	5 ft.
To Hit: +4		Damage: 1d8				
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-6	-8	-10	-12	-14	
Dam	1d8	1d8	1d8	1d8	1d8	

Club		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	B	M	20/x2	5 ft.
+1		DAMAGE				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d6	1d6	1d6	1d6	1d6	

Masterwork Silver Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	PS	M	19-20/x2	5 ft.
+2		DAMAGE				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	
Special Properties		10hp/inch and 8 hardness				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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TOTAL SKILLPOINTS: 30		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	4	=	4	
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	0	=	0	
✓ Climb	STR	0	=	0	
✓ Concentration	CON	8	=	3 + 5	
✓ Craft (Untrained)	INT	4	=	4	
Decipher Script	INT	5	=	4 + 1	
✓ Diplomacy	CHA	2	=	0 + 2	
Disable Device	INT	5	=	4 + 1	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	4	=	4	
✓ Gather Information	CHA	2	=	0 + 2	
✓ Heal	WIS	1	=	1	
✓ Hide	DEX	3	=	2 + 1	
✓ Intimidate	CHA	0	=	0	
✓ Jump	STR	0	=	0	
Knowledge (Nobility and Royalty)	INT	5	=	4 + 1	
✓ Listen	WIS	3	=	1 + 1 + 1	
✓ Move Silently	DEX	2	=	2	
✓ Ride	DEX	2	=	2	
✓ Search	INT	6	=	4 + 1 + 1	
✓ Sense Motive	WIS	2	=	1 + 1	
Spellcraft	INT	9	=	4 + 5	
✓ Spot	WIS	3	=	1 + 1 + 1	
✓ Survival	WIS	1	=	1	
✓ Swim	STR	1	=	0 + 1	
Tumble	DEX	3	=	2 + 1	
Use Magic Device	CHA	1	=	0 + 1	
Use Magic Device (Scroll)	CHA	3	=	0 + [1] + 2	
✓ Use Rope	DEX	4	=	2 + 2	
			=	+ +	
			=	+ +	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Crossbow (Light) 0 lbs.	Equipped	1	4.0	335.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Bolts (Crossbow/10)	Equipped	1	1.0	1.0	
□□□□□ □□□□□					
Rope (Silk/50 Ft.)	Equipped	1	5.0	10.0	
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0	
Club	Carried	1	3.0	0.0	
Masterwork Silver Dagger 10hp/inch and 8 hardness	Carried	1	1.0	322.0	
TOTAL WEIGHT CARRIED/VALUE			17 lbs.683.0 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common, Dwarven, Elven, Gnome, Halfling, Orc	

Special Qualities	
+2 bonus to Spellcraft when learning Conjuraton	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Immunity to magic sleep effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial saving throw bonus against enchantment spells or effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Elven Blood	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
For all effects related to race, a half-elf is considered an elf.	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Low-light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination.	
Summon Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
The character can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The character chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.	

Feats	
Spell Focus (Conjuration)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Scribe Scroll	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can create a scroll of any spell that you know.	

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike

PROHIBITED
Abjuration,Necromancy

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+1	3+1	—	—	—	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ *Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> Orb deals 1d3 acid damage.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune [visible or invisible].	SR: No	1 standard action	Permanent	0 ft.	V, S	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> Creates torches or other lights.	SR: No	1 standard action	2 minute [D]	Medium (120 ft.)	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	DC: 14, Will negates SR: Yes	1 standard action	1 round	Close (30 ft.)	V, S, M	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 14, Fortitude negates SR: Yes	1 standard action	Instantaneous	Close (30 ft.)	V	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Figment sounds.	DC: 14, Will disbelief (if interacted with) SR: No	1 standard action	2 rounds [D]	Close (30 ft.)	V, S, M	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	1 standard action	20 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	1 standard action	Concentration	Close (30 ft.)	V, S	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	1 standard action	20 minutes	Medium (120 ft.)	V, S, F	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Open/Close <i>School:</i> Transmutation <i>Effect:</i> Opens or closes small or light things.	DC: 14, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (30 ft.)	V, S, F	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 14, See text SR: No	1 standard action	1 hour	10 ft.	V, S	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> Ray deals 1d3 cold damage.	SR: Yes	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	1 standard action	20 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Detect Secret Doors <i>School:</i> Divination <i>Effect:</i> Reveals hidden doors within 60 ft.	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Enlarge Person <i>School:</i> Transmutation <i>Effect:</i> Creatures size increases to next category	DC: 15, Fortitude negates SR: Yes	1 round	2 minutes [D]	Close (30 ft.)	V, S, M	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Identify <i>School:</i> Divination <i>Effect:</i> Determines properties of magic item.	SR: No	1 hour	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsH-L.rtf
☐☐☐☐☐ *Mage Armor <i>School:</i> Conjuration (Creation) [Force] <i>Effect:</i> Gives subject +4 armor bonus.	DC: 16, Will negates (harmless) SR: No	1 standard action	2 hours [D]	Touch	V, S, F	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Magic Missile <i>School:</i> Evocation [Force] <i>Effect:</i> 1 missiles that do 1d4+1 damage each.	SR: Yes	1 standard action	Instantaneous	Medium (120 ft.)	V, S	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Sleep <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	DC: 15, Will negates SR: Yes	1 round	2 minutes	Medium (120 ft.)	V, S, M	RSRD: SpellsS.rtf
☐☐☐☐☐ True Strike <i>School:</i> Divination <i>Effect:</i> +20 on your next attack roll.	SR: No	1 standard action	See text	Personal	V, F	RSRD: SpellsT-Z.rtf

* =Domain/Specialty Spell

Veelas



Half-Elf
RACE
26
AGE
Male
GENDER
Low-light
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 5"
HEIGHT
170 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: